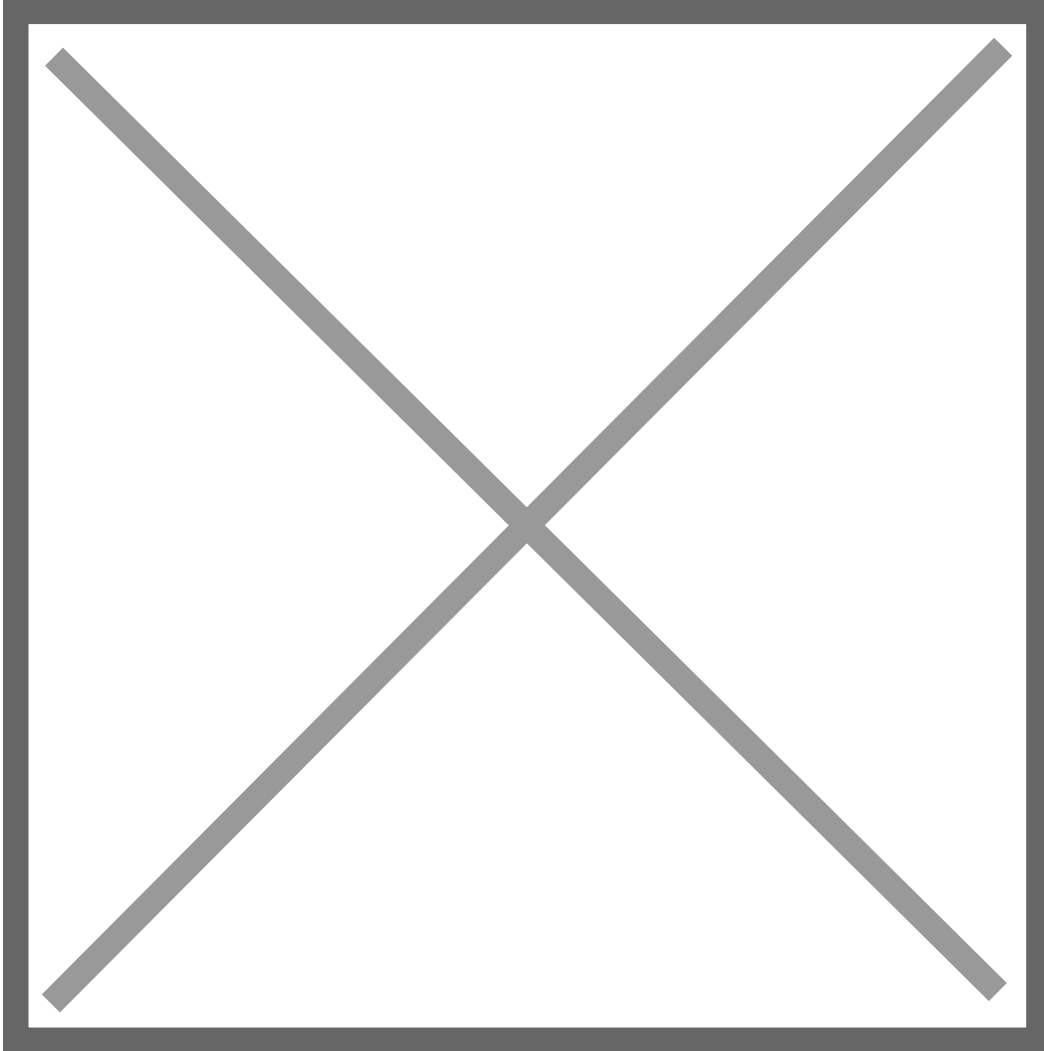


Realms



What is Realms?

Realms allows players to control 2 companies in 2 different universes.

1 company in **Magnates Realm** and 1 company in **Entrepreneurs Realm**.

Your Magnates Realm company remains the same (does not reset) when you start the new company in Entrepreneurs Realm.

What are the Major differences between the two Realms?

The **Magnates Realm** is the original Sim Companies game with all the industries unlocked and players can start their businesses and dream big.

The **Entrepreneurs Realm** is a new world with limited industries and as time progresses more industries and features will be added to relive the Magnates experience of the game.

Notes:

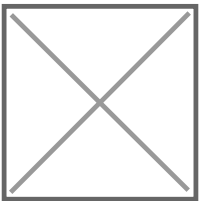
Trading between realms is not possible. They are 2 separate universes. No way to transfer money or products.

Magnates Realm is sometimes referred to as R1

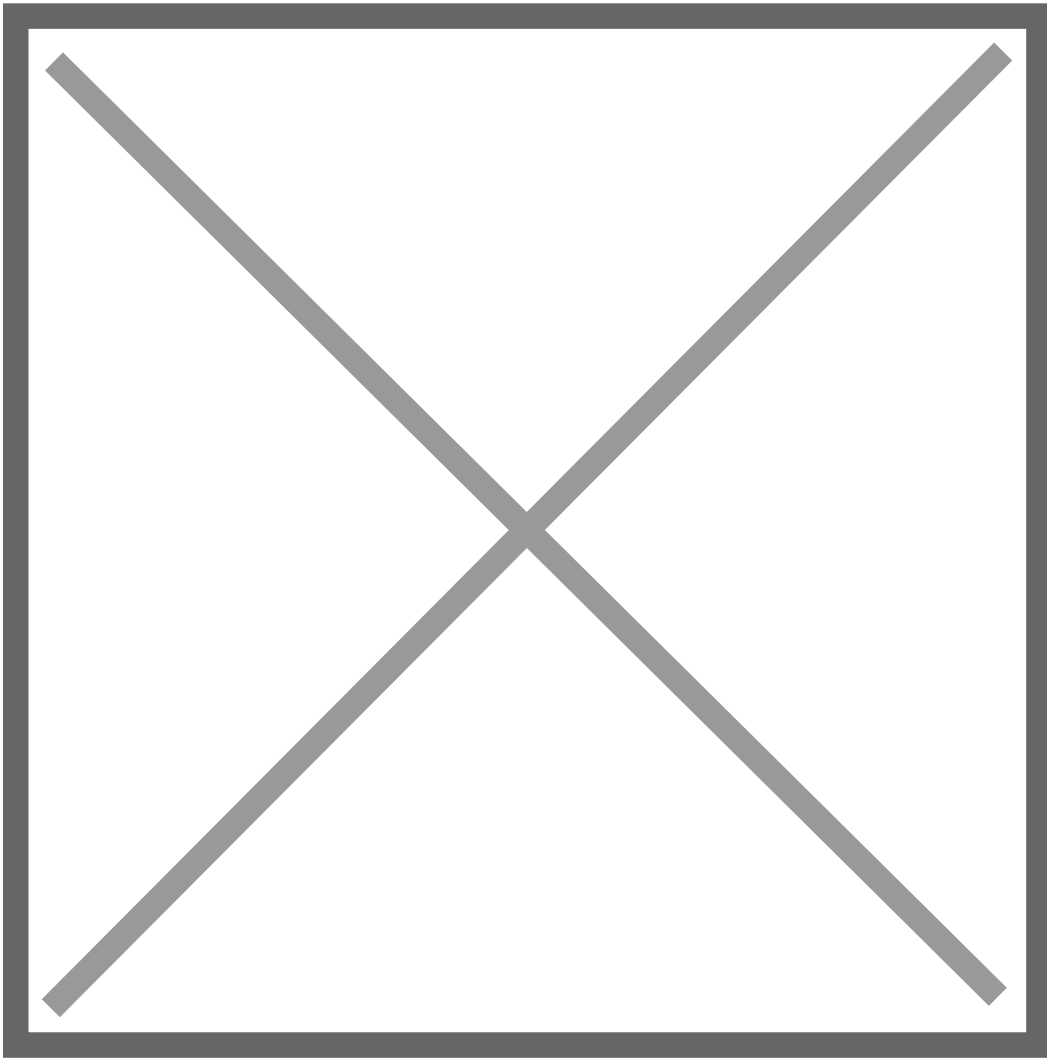
Entrepreneurs Realm is sometimes referred to as R2

How to switch to the other realm?

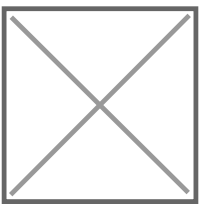
Select the **M** at the top of the game by the menu options.

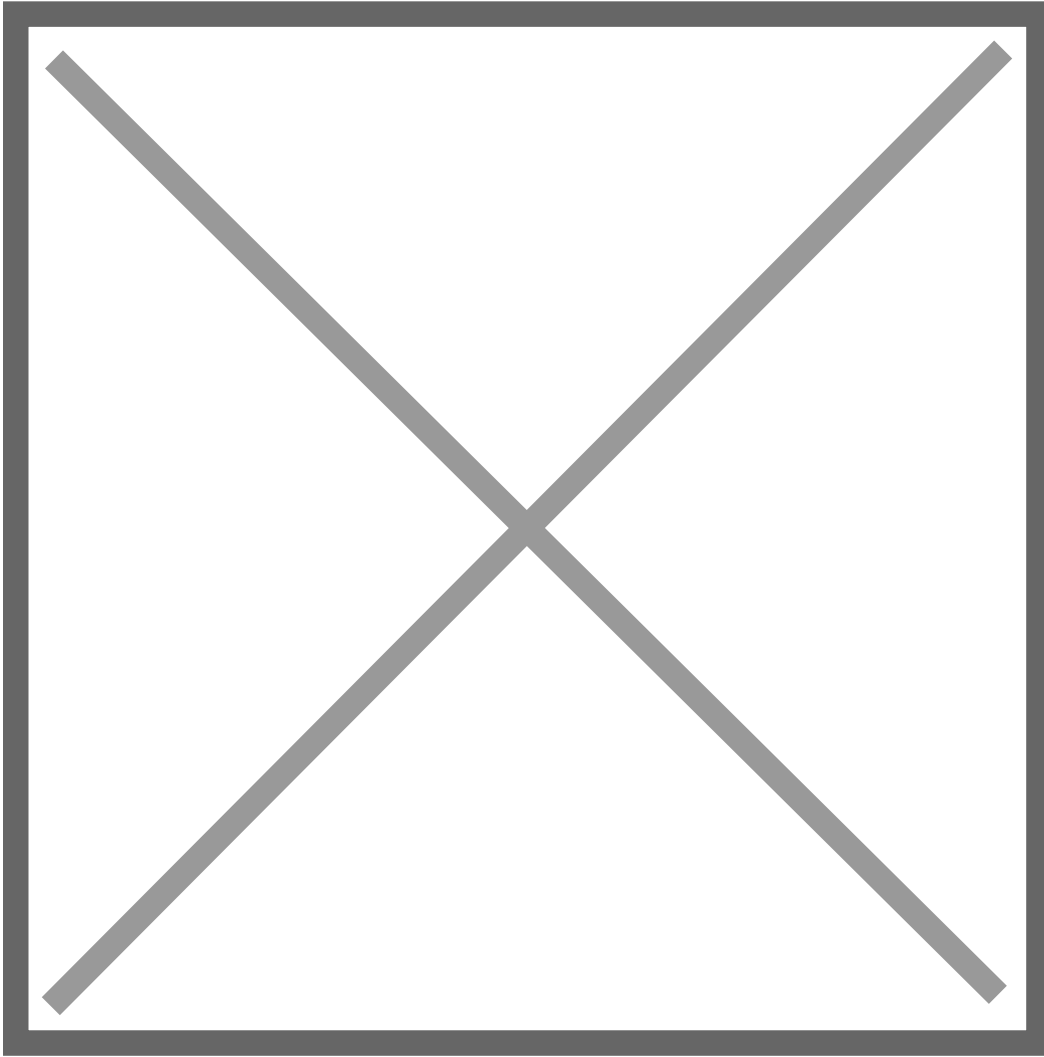


A selection will appear where you can select the realm you want to visit.



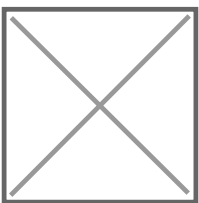
Once you have visited the Entrepreneurs realm you can return to the Magnates realm by selecting the **E** to return to the Realm selection.





Unread messages will show up at the top by the Realm logo. This indicates you have unread messages in the the other realm.

The example below shows 5 unread messages in the Entrepreneurs realm



How will new industries be added?

New industries and their resources will be added through **Phases**. Each phase will last anywhere from 3 to 8 weeks depending on how well the markets react and their retail saturation. New Phases will be announced in the Entrepreneur's Realm [newspaper](#).

PHASES

(subject to change)

Phase 1 - Basic agriculture

Implemented: October 4th, 2022

Buildings and resources available:

Farm, Water reservoir, Power plant, Grocery Store, Ranch, Hardware store, Slaughterhouse, Mill

Power, Water, Seeds, Apples, Oranges, Grapes, Grain, Steak, Sausages, Eggs, Transport, Reinforced concrete, Bricks, Planks, Construction units, Cows, Pigs, Coffee beans, Vegetables, Coffee powder, Fodder

Achievements:

Tutorial Finished (\$12,000) - Finish tutorial

Builder (\$4,500) - Build 3 buildings

Builder (\$7,500) - Build 5 buildings

Employer (\$4,000) - Employ at least 400 workers

Employer (\$6,000) - Employ at least 600 workers

Retailer (\$50) - Earn \$100 selling goods in retail

Retailer (\$250) - Earn \$500 selling goods in retail

Retailer (\$500) - Earn \$1,000 selling goods in retail

Supplier (\$100) - Earn \$100 from sales on the market

Supplier (\$1,000) - Earn \$1,000 from sales on the market

Buyer (\$500) - Spent \$3,000 on the market

Buyer (\$1,000) - Spent \$15,000 on the market

Phase 2 - Fashion & Research

Implemented: October 24th, 2022

Research limited to Q2.

Buildings and resources added:

Crude oil, Plastic, Cotton, Fabric, Leather, Underwear, Gloves, Dress, Stiletto Heel, Handbags, Sneakers, Plant research, Energy research, Mining research, Breeding research, Chemistry research, Fashion research, Materials research, Recipes

Oil rig, Refinery, Fashion factory, Fashion store, Plant research center, Physics laboratory, Breeding laboratory, Chemistry laboratory, Fashion & Design, Kitchen

Achievements:

Employer (\$10,000) - Employ at least 1,000 workers
Employer (\$20,000) - Employ at least 2,000 workers
Retailer (\$5,000) - Earn \$10,000 selling goods in retail
Retailer (\$50,000) - Earn \$100,000 selling goods in retail
Supplier (\$5,000) - Earn \$10,000 from sales on the market
Supplier (\$20,000) - Earn \$100,000 from sales on the market
Supplier (\$25,000) - Earn \$500,000 from sales on the market
Buyer (\$5,000) - Spent \$30,000 on the market
Buyer (\$20,000) - Spent \$100,000 on the market
Scientist (\$8,000) - Get quality 1 research
Scientist (\$40,000) - Get quality 2 research
Architect (\$100,000) - Have a level 5 building
Architect (\$250,000) - Have a level 10 building
Architect (\$500,000) - Have a level 15 building
Architect (\$800,000) - Have a level 20 building
Prospector (\$5,000) - Scrap 10 mines, quarries or rigs
Prospector (\$25,000) - Scrap 50 mines, quarries or rigs

YouTube video of the Phase 2 update

Phase 3 - Energy, Bonds and Government orders

Implemented: November 28th, 2022

Research limit increased to Q4. Bonds and Government orders enabled. Transportation can finally be produced by companies.

Buildings and resources added:

Sugarcane, Ethanol, Petrol, Diesel, Clay, Cocoa, Milk, Orange juice, Apple cider, Ginger beer, Sugar, Chocolate

Shipping depot, Gas station, Beverage factory, Quarry, Concrete plant, Food processing plant

Achievements:

Start-up (\$5,000) - Raise \$25,000 on the bond market
Start-up (\$20,000) - Raise \$100,000 on the bond market
Start-up (\$50,000) - Raise \$250,000 on the bond market
Start-up (\$100,000) - Raise \$500,000 on the bond market
Scientist (\$450,000) - Get quality 3 research
Scientist (\$1,500,000) - Get quality 4 research
Bureaucrat (\$200,000) - Fulfill a government order
Bureaucrat (\$500,000) - Fulfill 3 government orders

Bureaucrat (\$1,000,000) - Fulfill 5 government orders

[YouTube video of the Phase 3 update](#)

Phase 4 - Mining & Electronics

Implemented: January 2nd, 2023

Research limit raised to Q6.

Buildings and resources added:

Minerals, Bauxite, Silicon, Chemicals, Aluminum, Processors, Electronic components, Batteries, Displays, Smart phones, Tablets, Laptops, Monitors, Televisions, Iron ore, Steel, Sand, Cement, Limestone, Wood, Electronics research, Software

Electronics Store, Mine, Factory, Electronics factory, Software R&D, Construction factory

Achievements:

Scientist (\$4,000,000) - Get quality 5 research

Scientist (\$8,000,000) - Get quality 6 research

Prospector (\$50,000) - Scrap 100 mines, quarries or rigs

Prospector (\$100,000) - Scrap 200 mines, quarries or rigs

Prospector (\$100,000) - Scrap 500 mines, quarries or rigs

Prospector (\$100,000) - Scrap 1000 mines, quarries or rigs

Prospector (\$100,000) - Scrap 2000 mines, quarries or rigs

Phase 5 - Luxury fashion

Implemented: February 20th, 2023

Research limit raised to Q8.

Resources added: Gold ore, Golden bars, Glass, Luxury watch, Necklace, Construction Units, Steel Beams, Windows, Tools.

Buildings added: General contractor

NPC: will sell Bulldozers until introduction of Car Factories (Phase 7)

Achievements:

Over-achiever (5 Sim Boosts) - Rank top 6000 in the overall ranking

Over-achiever (10 Sim Boosts) - Rank top 3000 in the overall ranking

Over-achiever (20 Sim Boosts) - Rank top 1500 in the overall ranking

Over-achiever (40 Sim Boosts) - Rank top 750 in the overall ranking
Over-achiever (50 Sim Boosts) - Rank top 300 in the overall ranking
Over-achiever (100 Sim Boosts) - Rank top 150 in the overall ranking
Over-achiever (200 Sim Boosts) - Rank top 30 in the overall ranking

Phase 6 - Recreation Buildings & Banking

Implemented: March 13th, 2023

Executives will be able to be hired.

Research limit raised to Q10.

Buildings added: Castle, Park, Lake, Bank

Achievements:

Chairman (\$12,000) - Have 1 executives working for your company
Chairman (\$36,000) - Have 3 executives working for your company
Chairman (\$72,000) - Have 6 executives working for your company
Chairman (\$96,000) - Have 8 executives working for your company
Mentor (\$20,000) - Finish 5 executive trainings at your company
Mentor (\$60,000) - Finish 20 executive trainings at your company
Mentor (\$200,000) - Finish 100 executive trainings at your company
Mentor (\$500,000) - Finish 250 executive trainings at your company

Phase 7 - Automotive, Robots, and Collectibles

Implemented: May 8th, 2023

Research limit raised to Q12. Companies can produce Robots and all cars!

Collectible items will be created for newly produced product/quality combinations that were not produced so far. Products have to be at least Q6.

Resources added: Robots, On-board computer, Electric motor, Luxury car interior, Basic interior, Car body, Combustion engine, Economy e-car, Luxury e-car, Economy car, Luxury car, Truck, Bulldozer, Automotive research

Buildings added: Car factory, Car dealership, Automotive R&D, Propulsion factory

Achievements:

Know-it-all (\$290,000) - Research all products to quality 1
Know-it-all (\$1,200,000) - Research all products to quality 2
Know-it-all (\$10,000,000) - Research all products to quality 3

Know-it-all (\$40,000,000) - Research all products to quality 4

Phase 8 - Aerospace

Implemented: June 26th, 2023

Resources added: Methane, Carbon fibers, Carbon composite, Fuselage, Wing, High grade e-comps, Flight computer, Cockpit, Attitude control, Rocket fuel, Propellant tank, Solid fuel booster, Rocket engine, Heat shield, Ion drive, Jet engine, Sub-orbital 2nd stage, Sub-orbital rocket, Orbital booster, Starship, BFR, Jumbo jet, Luxury jet, Single engine plane, Quadcopter, Satellite, Aerospace research

Buildings added: Launch pad, Aerospace factory, Aerospace electronics, Vertical integration facility, Hangar, Sales offices

Achievements:

Scientist (\$8,000,000) - Get quality 7 research
Scientist (\$3,000,000) - Get quality 8 research
Scientist (\$3,000,000) - Get quality 9 research
Scientist (\$3,000,000) - Get quality 10 research
Scientist (\$3,000,000) - Get quality 11 research
Scientist (\$3,000,000) - Get quality 12 research

Phase 9 - Restaurants

Implemented: November 13th, 2023

Resources added: Flour, Dough, Bread, Apple pie, Vegetable oil, Pasta, Butter, Cheese, Frozen pizza, Sauce, Hamburger, Lasagna, Meat balls, Salad, Cocktails, Samosa

Buildings added: Bakery, Catering, Restaurant

Revision #2

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